

WORK BALANCE AGREEMENT:

- ❖ Producing deliverable
- ❖ Testing/reviewing deliverable
- ❖ Dates by which test, deliverable, or review

Submittables:

- ☐ Class diagrams
- ☐ Interaction Diagrams
- ☐ Design Rationale

Class Breakdown Structure (A3):

Update 1: UML update - Nic - Done

Update 2: Rationale update - Ting - In Progress

Fixed 1: New Map + Fog - Ting -Done

Fixed 2: Bonfire Update - Nic - Done

Fixed 3: Aldrich - Isha - Done

Structured 1: Mimic Chest - Ting - Done

Structured 2: Trade cinder Lord - Isha - In Progress

Class Breakdown Structure (A2):

REQUIREMENT:	OVERVIEW:	PERCENT:	PERSON:
Requirement 1	Player and Estus Flask	8 (ALL)	Nic
Requirement 2	Bonfire	4 (player, flask, enemies, weapons, skills)	Nic
Requirement 3	Souls	3 (player, enemies, vendor)	Ting
Requirement 4	Enemies	8 (player, souls, skills, weapons, terrain, shrine)	Ting
Requirement 5	Terrains	3 (player, enemies)	Ting

Requirement 6	Death (dying in game)	8 (ALL)	Isha
Requirement 7	Weapons	4 (player, skills, enemies, vendor))	Isha
Requirement 8	Vendor	4 (player, souls, weapons, shrine)	Nic

Nic: I accept this WBA.

Isha: I accept this WBA.

Ting: I accept this WBA.

Assignment 1 Member Tasks:

NIC	ISHA	TING
<input type="checkbox"/> Review Final Design Rationale <input type="checkbox"/> Review Final Sequence Diagram	<input checked="" type="checkbox"/> Brush Up UML <input type="checkbox"/> Complete Sequence Diagram <input type="checkbox"/> Review Final UML class diagram <input type="checkbox"/> Review Final Design Rationale	<input checked="" type="checkbox"/> Brush Up UML <input type="checkbox"/> Complete Design Rationale <input type="checkbox"/> Review Final UML class diagram <input type="checkbox"/> Review Final Sequence Diagram

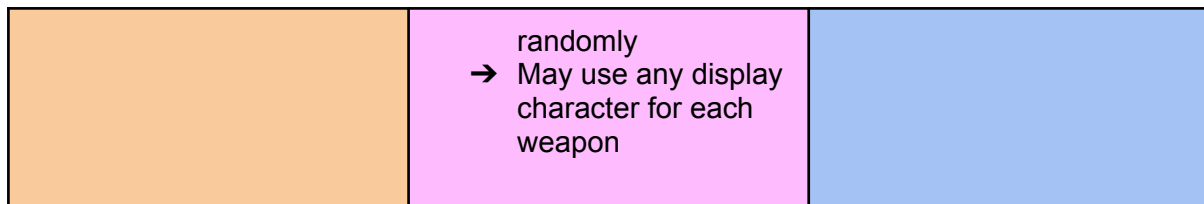
Work Breakdown Structure (A1):

	Isha	Nic	Ting	Running Percent:
UML Diagrams		Complete		100%
Interaction Diagrams	Complete			
Rationale			Complete	
Revised UML	Complete	Complete	Complete	100%
Revised Interactions	Complete	Complete	Complete	
Revised Rationale	Complete	Complete	Complete	100%
Meeting 1:	Complete	Complete	Complete	100%

Meeting 2:	Complete	Complete	Complete	100%
Meeting 3:	Complete	Complete	Complete	
			Total:	100%

Game Notes:

NIC	ISHA	TING
PLAYER & ESTUS: → Use me :3 BONFIRE: → Use me :3 VENDOR: → Use me :3	DEATH: → When player dies -> print message → RESET features executed → Respawn to most recent bonfire → Soul level becomes 0 -> Player can interact with token to regain lost souls → Dying from falling -> Token appears one step before dying location → Player dies before retrieving token of souls -> Token replaced with latest one WEAPONS: → Only able to equip one weapon at a time → Cannot drop weapons intentionally/when dying → Weapon has active/passive skills → Enemies can use weapon skills	SOULS: → Souls ⇒ Money. → Default: 0 Souls. → Broadsword = 500 Souls. → Giant Axe = 1000 Souls. → Storm Ruler = 2000 Souls. → Undead = 50 Souls. → Skeleton = 250 Souls. → Yhorm = 5000 Souls. → Can be traded or buy new weapons or upgrades from vendor. ENEMIES: TERRAINS:



1 player has 1 weapon
 Estus flask has three recharges?
 Hit points for different enemies?
 4-12 skeletons in game
 How many souls each enemy gives
 1 boss (Yorm)

- BOTH UML and INTERACTION ON SAME PDF

----- ENEMIES -----

Enemy - Ting → Isha
 Skeleton - Ting
 EnemyWithWeapon - Ting
 Undead - Isha
 LordOfCinder - Isha

----- VENDORS + OBJECTS -----

Vendor - Nic
 CindersOfALord - Isha
 Estus Flask - Nick

MeleeWeapon - ALL
 GameWeaponItem - ALL

PortableItem - ALL

----- LOCATION -----

Cemetery - Isha
 Bonfire - Nic
 YhormsChamber - Isha
 Valley - Nic

----- PLAYER -----

Actor - ALL
 Player - ALL (Nic)
 Status - Nic

Abilities - Nic

-----ACTIONS-----

Action -

WanderBeahviour -

(Exit)Leave Action -

AttackAction - ALL

PickUpItemAction -

DoNothingAction -

DropItemAction -

FollowBehaviour -

Behaviour -

-----APPLICATION-----

ResetManager -

Application -